FIGURE 1

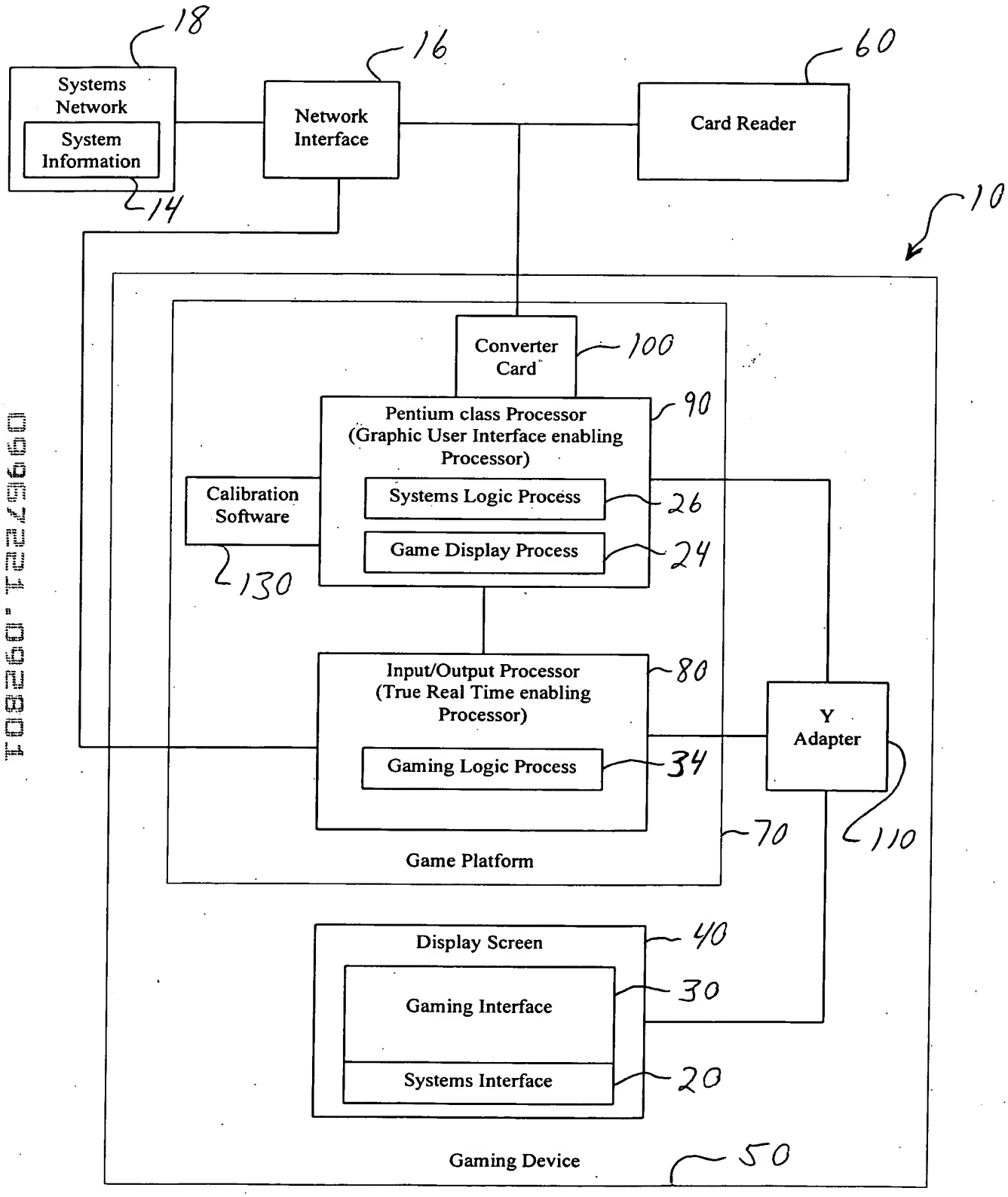

18
Systems Network
System Information
14
16
Network Interface
60
Card Reader
10
Converter Card
100
Pentium class Processor (Graphic User Interface enabling Processor)
90
Calibration Software
130
Systems Logic Process
26
Game Display Process
24
Input/Output Processor (True Real Time enabling Processor)
80
Gaming Logic Process
34
Y Adapter
110
70
Game Platform
Display Screen
40
Gaming Interface
30
Systems Interface
20
Gaming Device
50

FIGURE 2
(without input and display system)

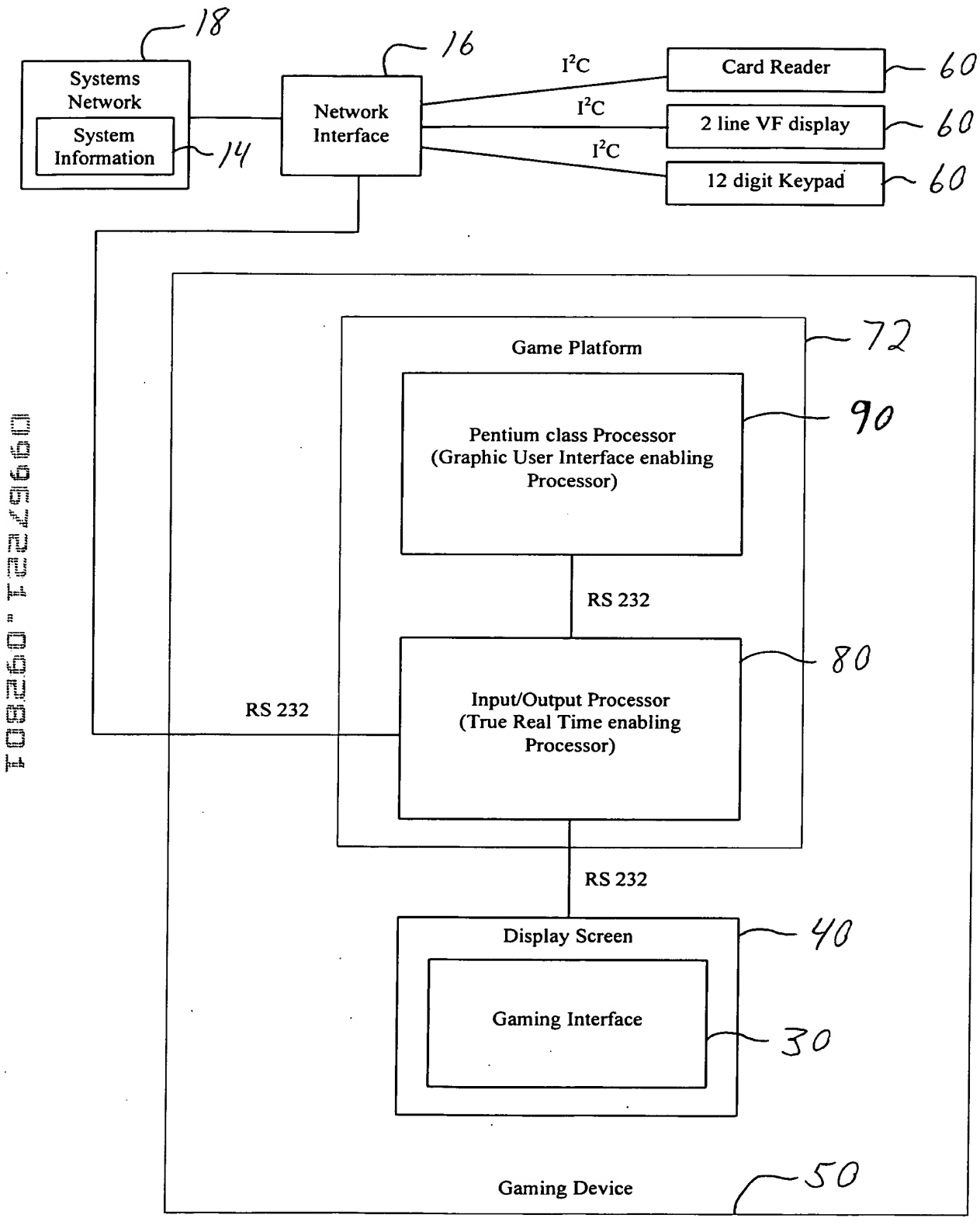


Figure 3

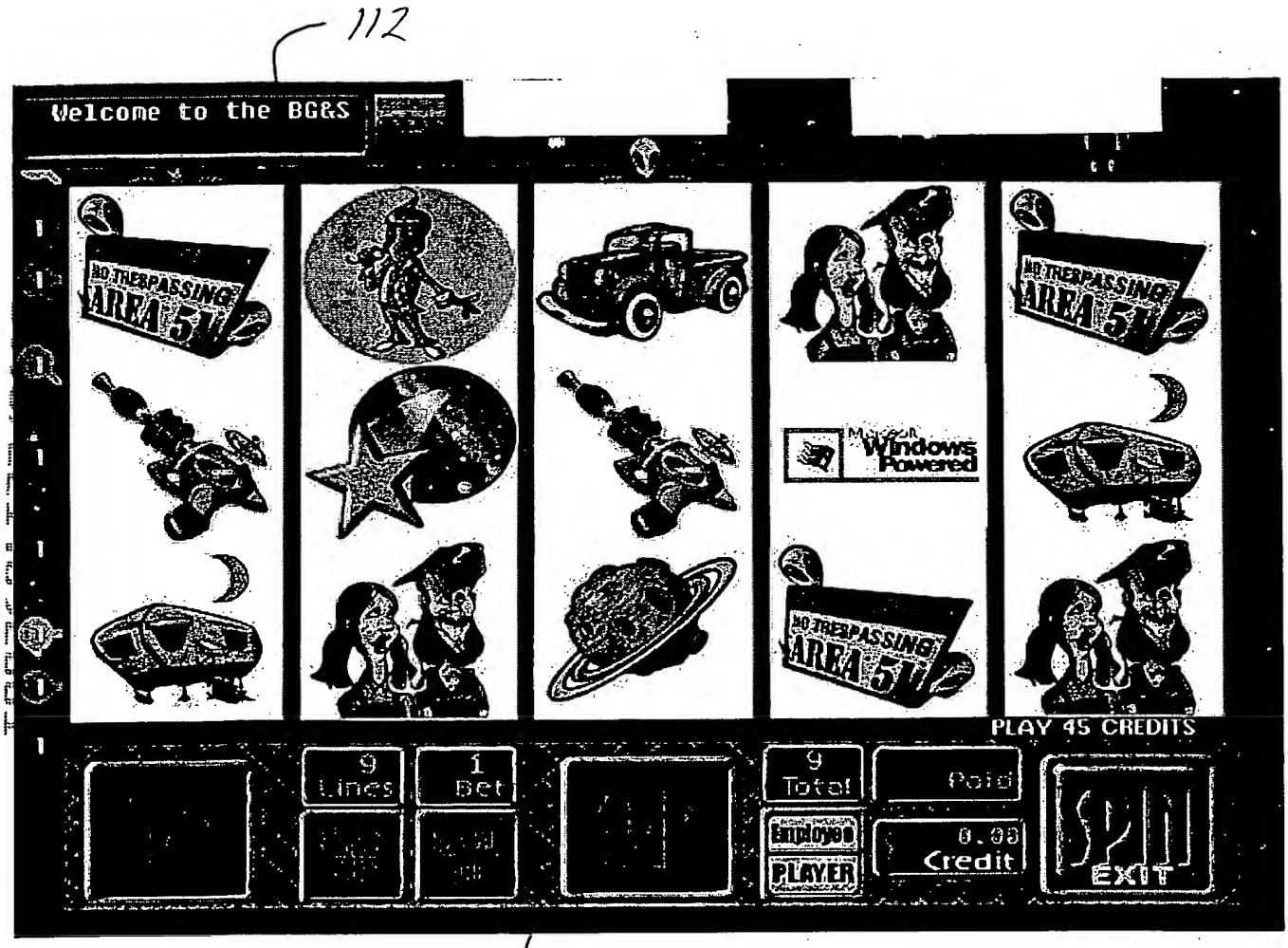

112
Welcome to the BG&S
NO TRESPASSING AREA 51
Windows Powered
PLAY 45 CREDITS
9 Lines
1 Bet
9 Total
Paid
0.00 Credit
PLAYER
SPIN
EXIT
30

Figure 4

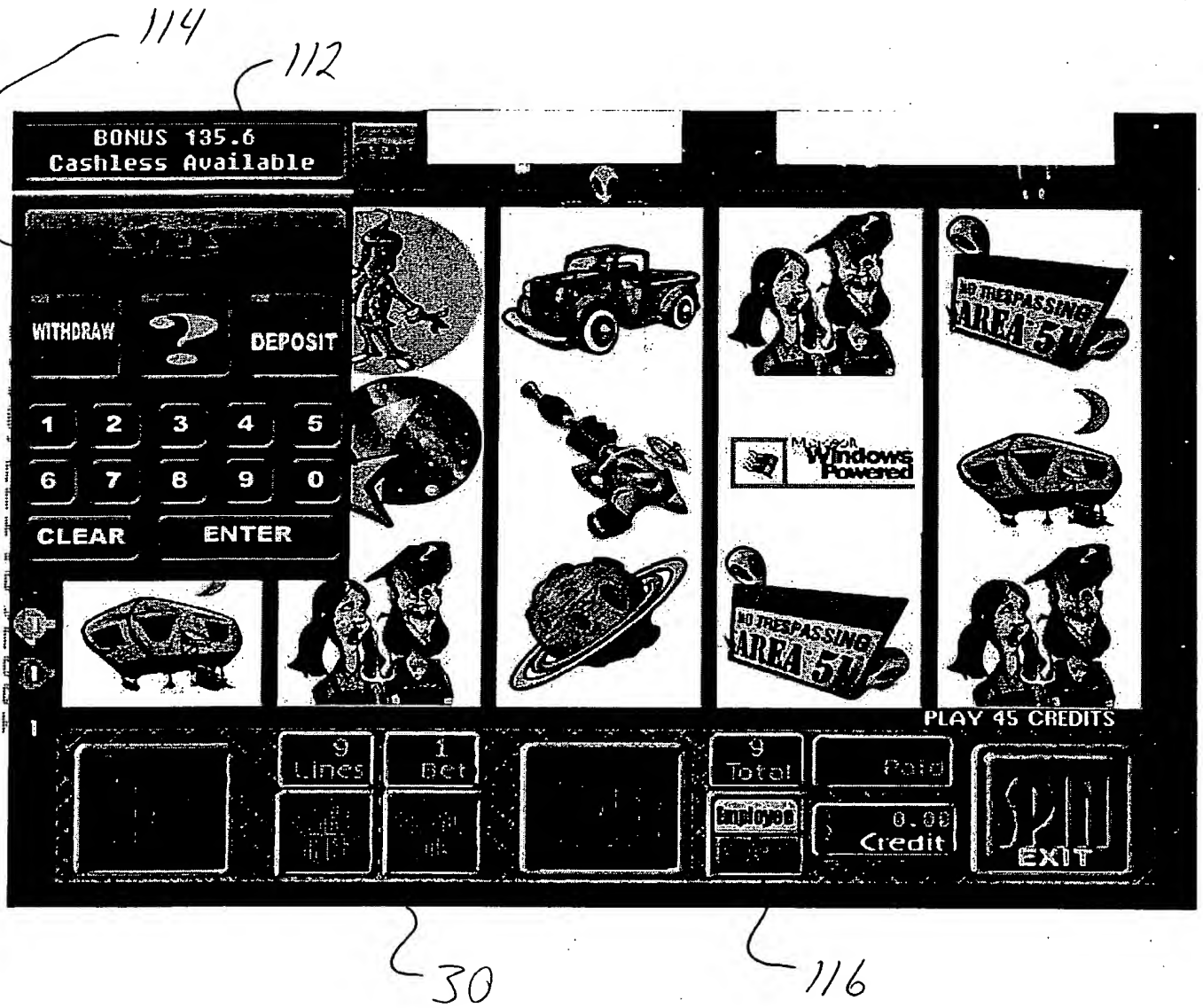
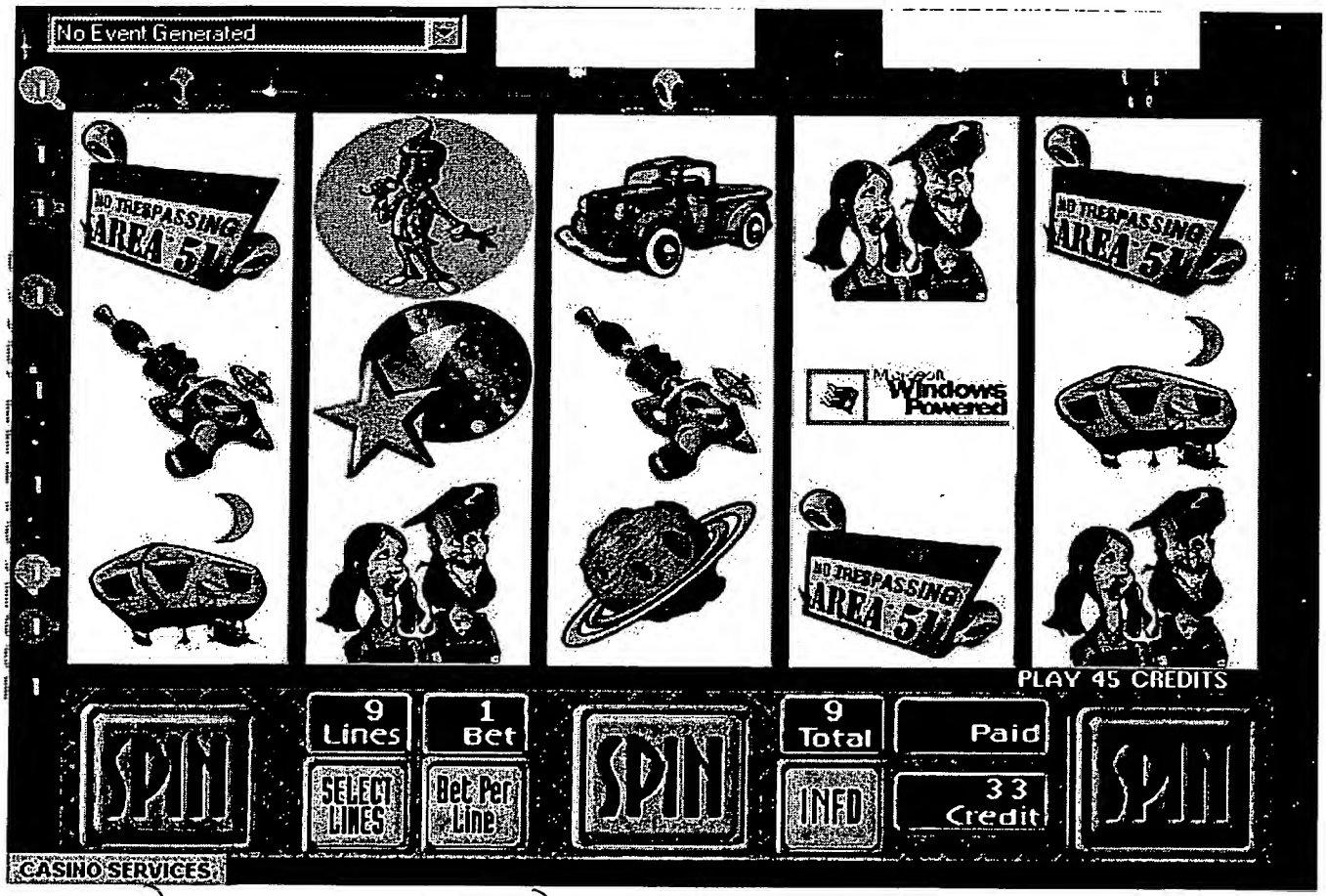

114
112
BONUS 135.6
Cashless Available
WITHDRAW
DEPOSIT
1 2 3 4 5
6 7 8 9 0
CLEAR
ENTER
NO TRESPASSING AREA 51
Windows Powered
NO TRESPASSING AREA 51
PLAY 45 CREDITS
9 Lines
1 Bet
9 Total
Paid
0.00 Credit
SPIN
EXIT
30
116

Figure 5



118

30

Figure 6

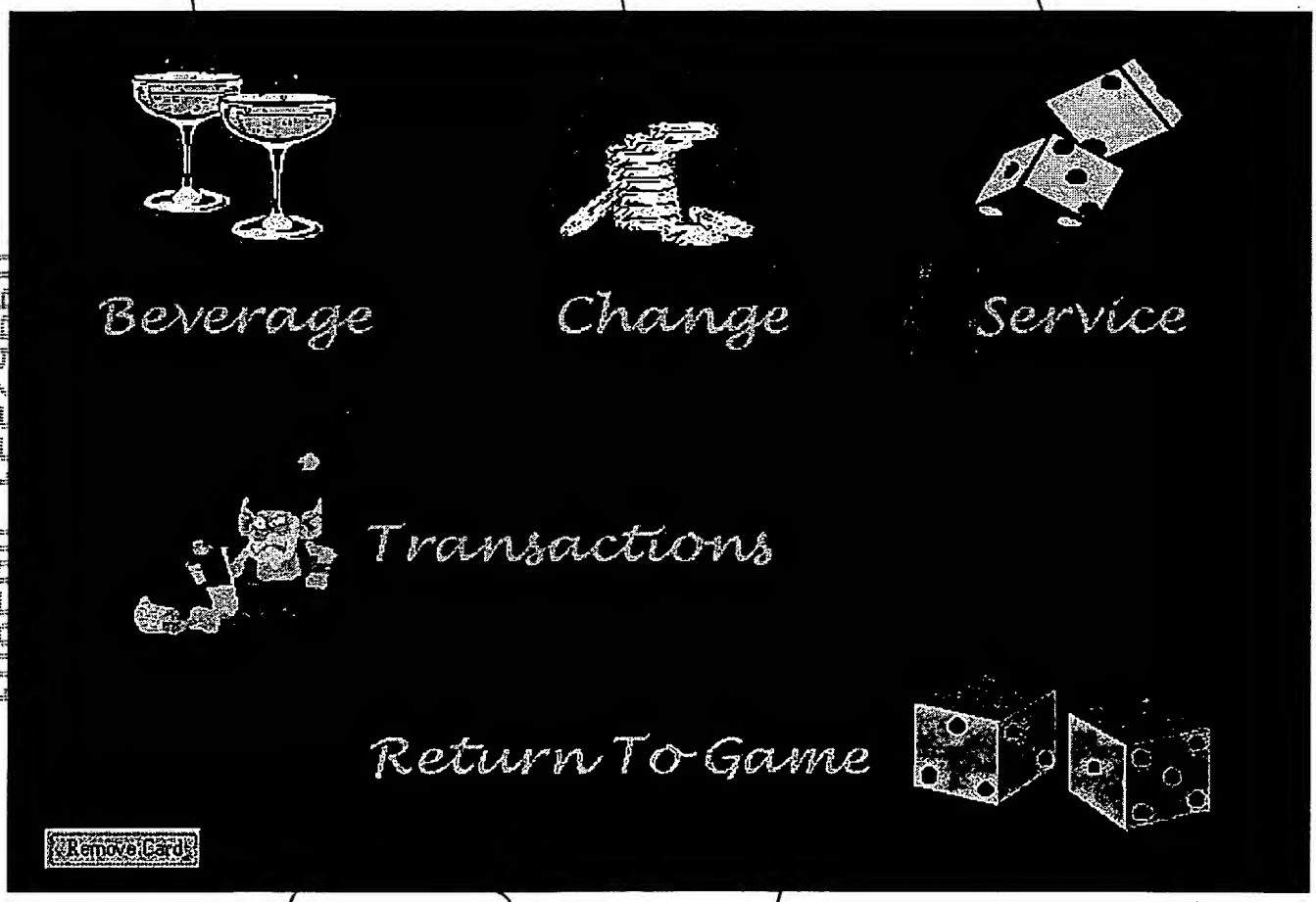

120
120
120
Beverage
Change
Service
Transactions
Return To Game
Remove Card
120
20
120

Figure 7

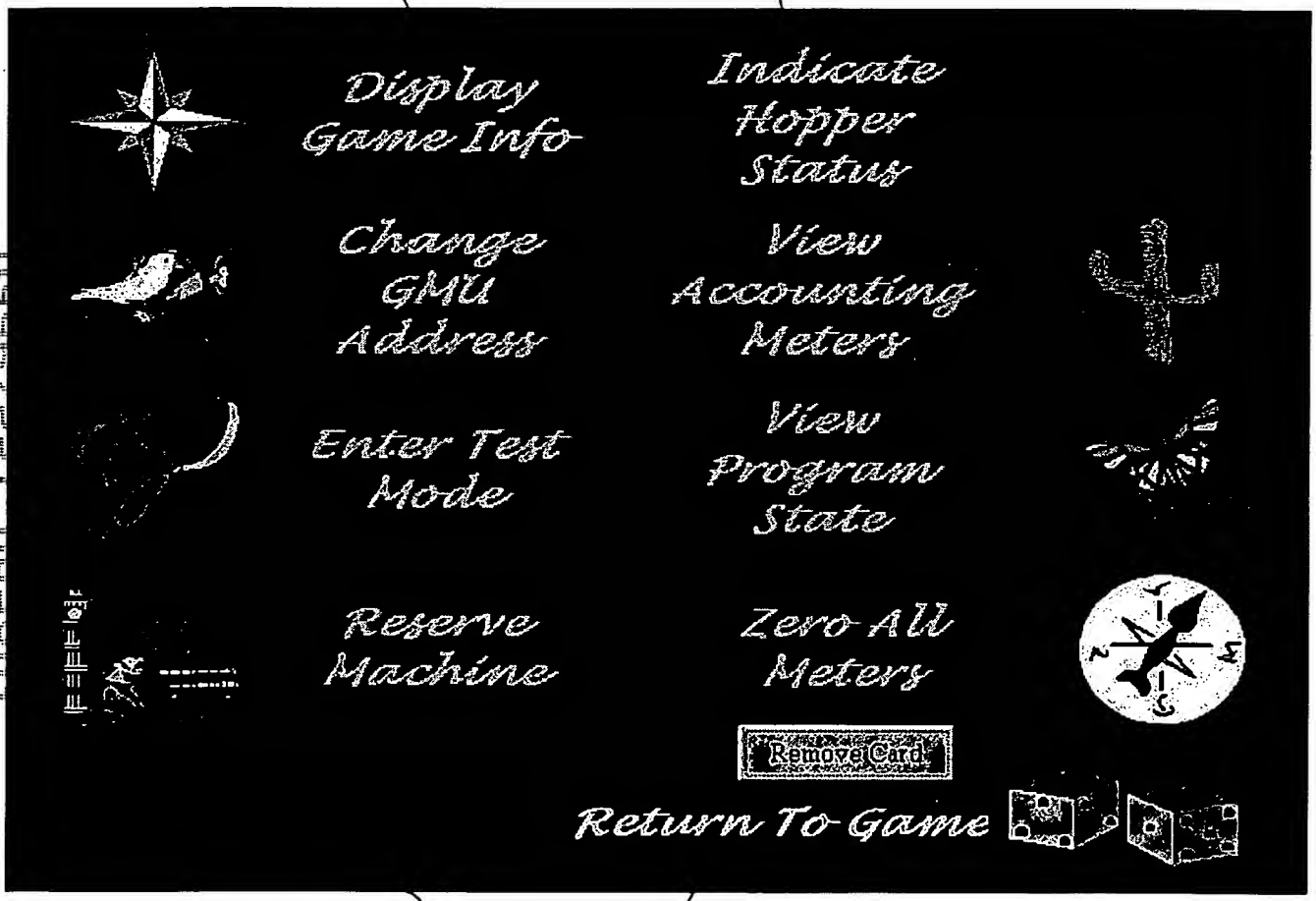
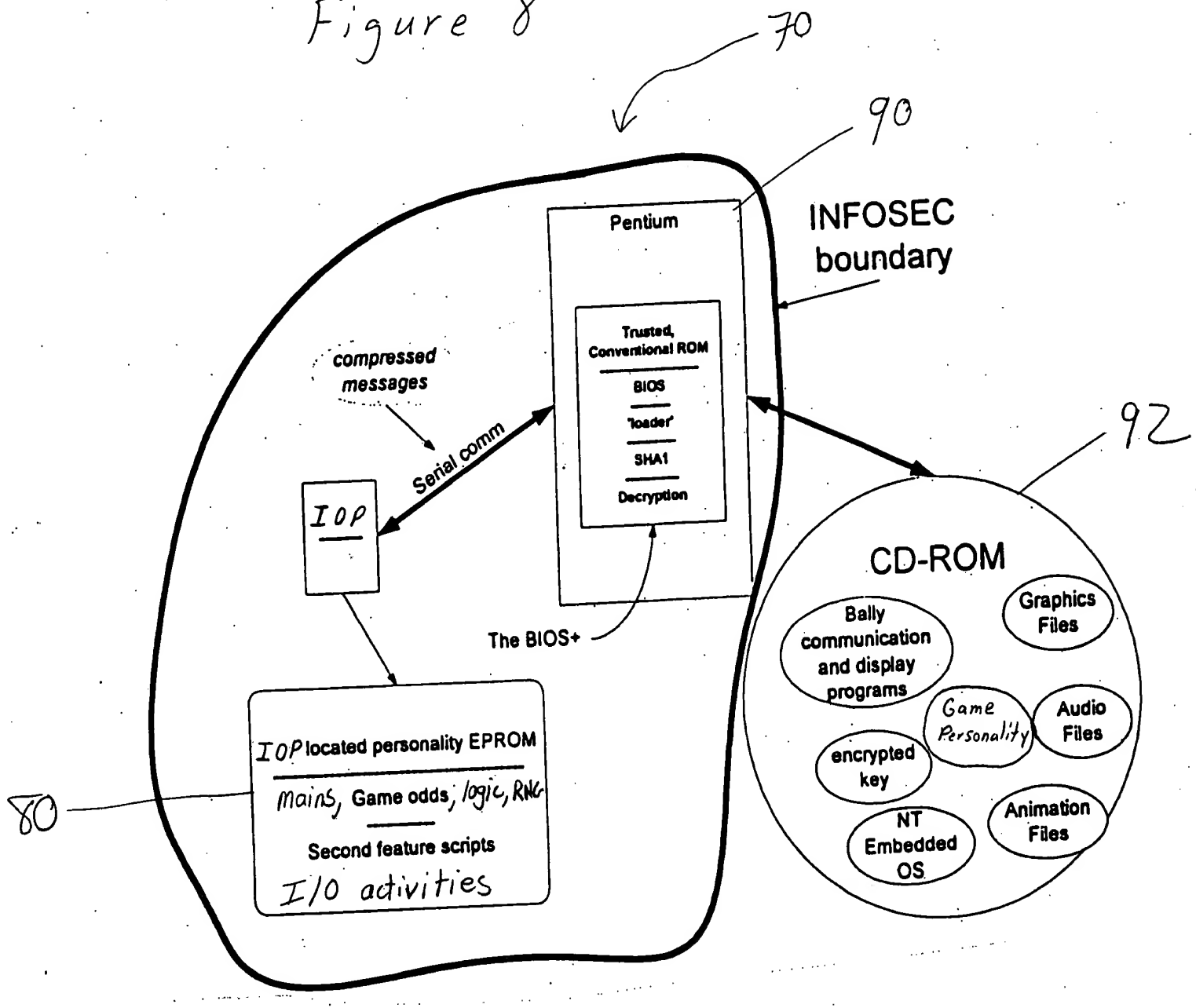

120
120
Display Game Info
Indicate Hopper Status
Change GMU Address
View Accounting Meters
Enter Test Mode
View Program State
Reserve Machine
Zero All Meters
Remove Card
Return To Game
20
120

Figure 8


70
90
INFOSEC boundary
Pentium
Trusted, Conventional ROM
BIOS
'loader'
SHA1
Decryption
compressed messages
Serial comm
IOP
The BIOS+
92
CD-ROM
Bally communication and display programs
Graphics Files
Game Personality
Audio Files
encrypted key
NT Embedded OS
Animation Files
80
IOP located personality EPROM
Mains, Game odds, logic, RNG
Second feature scripts
I/O activities